

1. Introduction

1.1 Purpose

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The purpose is to provide instructions for installation, usage, and support for the **FunFlip Educational Game**, a card-matching memory game for children aged 4–6 years.

Intended readers: Parents, teachers, caregivers, and end users

Bound scope: This guide applies to Android and iOS platforms for users engaging with the game.

1.2 Summary

This document includes:

- Game overview and features
- Installation instructions
- How to play (controls and flow)
- Educational goals and parental guidance
- System requirements and troubleshooting support

Stakeholders: Parents, teachers, educational practitioners, child users

1.3 Definitions and Abbreviations

Term	Definition
HMI	Human-Machine Interface
UI	User Interface
App	Mobile Application
Grid	Layout of game cards (e.g., 3×4)

1.4 References, Standards, and Rules

- Early Childhood Educational Design Principles
- Google Play and App Store submission guidelines
- FunFlip internal usability testing results
- Child data protection standards (no collection, no ads)

1.5 Overview

The document is structured as follows:

- Welcome and overview of educational goals
- Quick start guide to begin playing in 3 steps
- Detailed explanation of screens, buttons, and game flow
- System requirements and installation
- Safety and privacy guidance
- Appendix with troubleshooting support

2. System Requirements and Installation

2.1 System Requirements

Item	Requirement
Platform	Windows
Device	Desktop
Storage	≥ 100 MB
Internet	Required only for download
Offline Play	Fully supported post-installation

2.2 Installation

- Download from Microsoft Store
- Follow device prompts to install
- Launch by tapping the FunFlip icon

3. Getting Started: Instructions, Controls & Tips

3.1 Quick-Start Guide

Three clicks to play:

1. Tap the **FunFlip** icon
2. Tap **Play Game**
3. Choose a category and level — start matching!

A child can start playing within 5 seconds.

3.2 Game Controls

Control	Action
Tap Card	Flip and reveal image/sound
Mute/Unmute	Toggle sound
Back Button	Return to previous screen
Replay Button	Restart completed level
Home Button	Return to start screen

3.3 Screens & Buttons

Screen	Buttons	Description
Start Screen	Play • Options • Quit	Enter or exit the game
Category Select	Animals • Fruits • Vegetables • ←	Choose learning theme
Level Select	Easy (3×4) • Medium (3x6) • Hard (4x6)	Choose difficulty level
Game Board	Card Grid • Turn Counter • Back Button	Play, track turns, Back Button
Completion Screen	Trophy • Score • Replay • Menu	Celebrate and proceed



3.4 Playing a Level

- Tap any face-down card → visual/audio feedback
- Tap a second card to attempt match
- If matched → stay face up
- If not matched → flip back after a delay
- Game ends when all pairs are found
- Completion screen appears with trophy, score, and next steps

3.4.1 Tips for Grown-Ups

- Encourage children to say words aloud
- Praise effort, not speed
- Limit sessions to 10–15 minutes to sustain focus


3.5 Options & Sound

- Use  /  to mute or unmute
- The game is offline-safe
- No ads, no personal data collected
- Only local high scores saved

4. Safety & Privacy

- No advertisements
- No in-app purchases
- No user data collected
- All content is child-safe, violence-free
- Tested on Android 11 tablets and iPadOS 17+

5. Appendix A – Troubleshooting

Issue	Solution
No sound	Check volume switch; ensure  not muted
Game runs slowly	Close background apps; charge above 15%
Can't exit a level	Tap Back or restart FunFlip
Child picks Hard level	Tap Back twice to return to easier levels

Need help?

Email: support@funflips-game.com

Visit: www.funflips-game.com/help

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